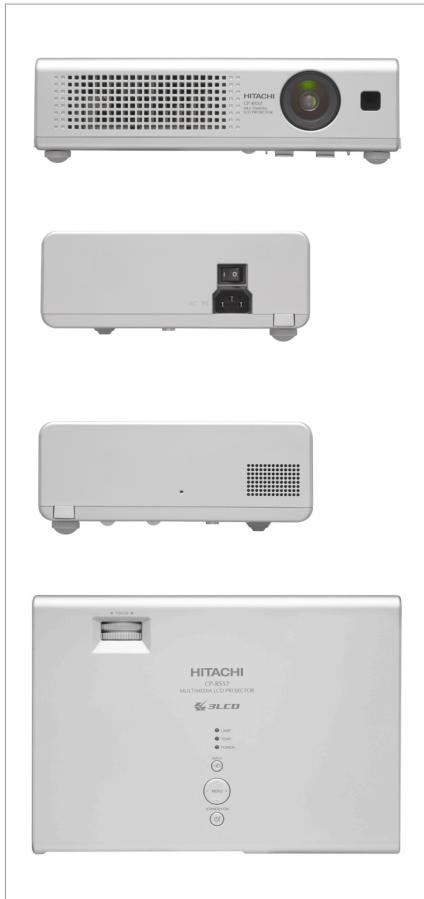


Key Features

- 2,000 ANSI Lumens
- Native SVGA Resolution
- 5.1 lbs.
- 2 RGB Inputs / 1 RGB Output
- 1W speaker output
- Approx. 3,000 hrs. (whisper Mode)
- 33 dB (Whisper Mode)
- Composite / S-Video



Specifications

Model Name	CP-RS57 Series		
Liquid Crystal Panel Structure	0.63" Polysilicon Active-matrix TFT x 3 with micro lens		
Number of Pixels	786,432 Pixels		
Resolution	Video	540 TV lines	
	RGB	800 dots x 600 lines	
Colors	16.7 million colors		
Aspect Ratio	Native 4:3 / 16:9 compatible		
Lens	F1.6 - 1.9, manual zoom x 1.2		
Throw Ratio (distance : width)	1.5 - 1.8:1		
Lamp	165W UHB		
Brightness	2,000 ANSI lumens		
Expected lamp Life	Approximately 2,000 hours (normal) 3,000 hours (whisper)		
Contrast Ratio	400 : 1		
Speaker Output	1W (1 speaker)		
Power Supply	AC100 - 120V / AC220 - 240V 50/60 Hz Power, Auto Switching		
Power Consumption	240W		
Operating Temperature	0°C - 35°C (32°F - 95°F)		
Input Signals	RGB Composite Video Component Video Plug & Play	VGA, SVGA, XGA, SXGA, SXGA+, UXGA, MAC13", MAC16" NTSC, NTSC4.43, PAL, SECAM, PAL-M, PAL-N 480i, 576i, 480p, 720p, 1080i DDC1/2B	
Acoustic Noise Level	38 dB (33 dB in whisper mode)		
H-Sync	15 kHz - 106 kHz		
V-Sync	50 kHz - 120 kHz		
Vertical Keystone	+ / - 15°		
Approvals	UL60950 / C-UL, FCC Part15, Class B, EN60950		
RGB Input	Analog RGB	15-pin D-sub connector x 2	
RGB Output	RGB	15-pin D-sub connector x 1	
Video Input	S-Video	Mini DIN 4-pin connector x 1	
	Composite Video	RCA jack x 1	
	Component Video	Shared with VGA	
Audio	Input	Stereo mini jack x 1	
	Output	Stereo mini jack x 1	
Control Terminals	9-pin D-sub connector x 1 (RS-232 control)		
Other	USB connector (USB mouse) x 1		
Dimensions (W x D x H)	11.2" x 7.9" x 2.9"		
Weight	5.1 lbs.		
Additional Features	My Memory / My Screen, Kensington Slot, Digital Gamma Correction		
Supplied Accessories	Remote Control, Batteries (AA), RGB cable, US Power Cord, Multiple language operator / Safety Manual, Soft Case		
Lamp	CPR55LAMP		
Remote Control	HL02212		
Filter	NJ20922		

Screen Size 4:3 Throw Distance

Diagonal*	Width*	Min*	Max*
40	32	47	57
60	48	71	86
80	64	95	115
100	80	119	143
120	96	143	172
150	120	179	216
200	160	239	288

Throw Ratio: 1.5 - 1.8:1 (distance : width)

*Measured in inches

